

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A system for monitoring player financial transactions in a gaming environment for tracking player loss comprising:

a plurality of gaming devices;

a financial transaction host, said financial transaction host in communication with each of said plurality of gaming devices via a communication network, said financial transaction host including memory for storing at least one data file corresponding to a player and identifiable with a player identification, said at least one data file including financial information including at least monetary amounts associated with said player for use in playing one or more of said plurality of gaming devices;

means for automatically creating a data file for the player at the financial transaction host if there is no data file associated with the player, wherein the data file is matched with the player using a unique identifier associated with an outside financial institution; and

means for determining a player's financial loss from said financial information,

wherein the player is prevented from playing the plurality of gaming devices based upon a predetermined criteria and the player's financial loss.

2. (Original) The system in accordance with claim 1 wherein said financial information comprises amounts deposited by said player.

3. (Currently Amended) The system in accordance with claim 1 wherein said system includes means for establishing a communication link with ~~an~~ the outside financial institution, and wherein said financial information comprises information regarding funds requested by said player from said institution.

4. (Original) The system in accordance with claim 3 wherein said player identification comprises information identifying said player at said financial institution.

5. (Previously Presented) The system in accordance with claim 1 wherein said financial information includes amounts bet by said player in playing one or more of said plurality of gaming devices.

6. (Original) The system in accordance with claim 1 wherein said financial information includes monetary amounts awarded to said player playing one or more of said plurality of gaming devices.

7. (Original) The system in accordance with claim 1 including at least one player identification input device for accepting said player identification.

8. (Original) The system in accordance with claim 8 wherein said at least one player identification input device comprises a card reader.

9. (Original) The system in accordance with claim 8 including at least one currency dispensing apparatus for dispensing currency associated with a player account at a financial institution and wherein said card reader is associated with said currency dispensing apparatus.

10. (Currently Amended) A method of monitoring player financial activities in a gaming environment in which a player may play one or more games comprising the steps of:

generating a financial account corresponding to a player, said account represented by at least one data file, said at least one data file adapted to contain financial information; storing financial information regarding monetary amounts belonging to a player which may be used to play said one or more games;

automatically creating a data file for the player at a financial transaction host if there is no data file associated with the player, wherein the data file is matched with the player using a unique identifier associated with a remote financial institution;

storing financial information regarding monetary amounts expended by a player in playing said one or more games;

determining player loss from said financial information; and

preventing said player from utilizing monetary amounts associated with said account to play said one or more games for at least a period of time if said determined player loss meets certain criteria.

11. (Original) The method in accordance with claim 10 wherein said step of generating a financial account includes associating a player identifier with said account.

12. (Original) The method in accordance with claim 11 including the step of identifying a player with said player identifier.

13. (Original) The method in accordance with claim 11 wherein said player identifier is associated with a player's financial institution.

14. (Original) The method in accordance with claim 10 wherein said financial information regarding monetary amounts belonging to said player comprises information regarding amounts deposited by said player to said account and amounts awarded to said player and credited to said account in association with said player's play of said one or more games.

15. (Currently Amended) The method in accordance with claim 10 wherein said financial information regarding monetary amounts belonging to said player comprises credit represented by financial data transmitted from a the remote financial institution.

16. (Cancelled)

17. (Currently Amended) A method of monitoring game player financial transactions associated with at least one game station coupled to a server, the server including at least one data file representing a player account, said account containing player financial information comprising the steps of:

automatically creating a data file for the player at a financial transaction host if no data file for the player is found, wherein the data file is matched with the player using a unique identifier associated with an outside financial institution;

crediting monetary amounts to said player for use in playing a game at said game station to said at least one data file;

accepting input from said player transmitted from said game station to said server, said input including player identification information;

deducting amounts bet by said player in playing a game at said game station from said player account;

determining said player's net financial gain or loss from said credit monetary amounts and said deducted amounts; and

preventing said player from deducting amounts from said account if said player is determined to have incurred a particular financial loss during a particular period of time.

18. (Original) The method in accordance with claim 17 wherein said crediting step comprises crediting an amount won by said player in playing a game at said game station.

19. (Original) The method in accordance with claim 17 wherein said player identification information comprises information identifying said player to a financial institution.

20. (Cancelled)

21. (Previously Presented) The system of claim 1, wherein the predetermined criteria is a predetermined period of time.

22. (Previously Presented) The system of claim 1, wherein the communication gateway permits the player to manage the at least one data file corresponding to the player at the financial host using the player's identification.

23. (Previously Presented) The system of claim 1, wherein the means for determining a player's financial loss is determined using a unique identifier transmitted to a third party server.

24. (Previously Presented) The method of claim 11, further comprising accessing the financial account by the player using the player identifier.

25. (Previously Presented) The method of claim 10, wherein the determining player loss from said financial information is determined using a unique identifier transmitted to a third party server.

26. (Previously Presented) The method of claim 17, further comprising accessing the financial account by the player using the player identifier information.

27. (Previously Presented) The method of claim 17, wherein the determining said player's net financial gain or loss is determined using a unique identifier transmitted to a third party server.